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*Introduction - All information valid as of 5/17/2010 - Please check
How to Use This Notebook*

This notebook contains a wealth of information for preparing folks for the conference. We would recommend that a copy of it be downloaded and placed on the Macbook of every Conference participant in your Team.

*Introduction - All information valid as of 5/17/2010 - Please check
Welcome to the Conference!*

**Thanks for being part of the 7th Annual MLTI Student Tech Team Conference!
We hope you have fun and learn a lot.**

As you attend sessions please be an active participant - speak up, ask questions, and always be thinking, "How can this be used at my school?" The presenting teams have worked long and hard to be ready for this big day, so show you appreciation and interest by jumping in and trying new ideas and sharing your own thoughts.

If you are a student, be thinking about how you will share what you learn. Share with other students and teachers. Maybe it will be important that the Principal sees some of the new things you will bring back from the conference!

If you are a teacher, be thinking about how you can make use of what you learn in your own classroom, and how other members of your school community might also benefit from knowing about these new tools and possibilities.

And as you attend sessions, please be thinking, "Hmmm... You know, we could do a session here next year. How about that project we did in..."

*Introduction - All information valid as of 5/17/2010 - Please check
"What if a session is full, and I can't get in?"*

There are many sessions offered in the two morning Blocks, but there is always a chance that you won't get your first choice. **Don't panic** - there will be lots of good stuff going on, maybe right next door, and there is good chance there is room for you there.

A great way to plan for the conference is to pick 2 or 3 sessions in Block 1 and in Block 2 that will be of interest to you. That way, you'll already know where you'll want to be.

Also, be sure you know about LOCATIONS! Knowing what session you want to be in is important, but you also need to know the name of the building and where that building is located, as well as room number!

Turns out the Girl Scouts & Boy Scouts are right - **Be Prepared!**

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*Conference Documents**Safety Information Letter - Everyone please read*

TO: All Schools Participating in the MLTI Student Conference on May 27, 2010

FROM: MLTI Student Conference Planning Committee

Date: May 17, 2010

SUBJECT: General Safety Information for May 27.

First off, thanks for making it possible for your students to be part of this day.

In 2008, following the door prizes, it was discovered by one of the chaperones that a student was not with their group. As one can imagine a rather frantic 12 minutes followed as folks fanned out to search. The student was quickly located -- safely sitting on his school's bus, waiting to go home!

In order to avoid a repeat of this event, and recognizing that the MLTI Student Conference is different than a traditional school outing, we established the following basic guidelines that we ask all school groups to follow.

1. **All chaperones that come to the conference must stay connected to their students, and all students must stay connected to their chaperones.**
2. **By "connected" we mean that at least one adult knows where any given student is at any time, and students are sure their whereabouts is known.**
3. **Each school will designate a cell phone** as the primary contact for your school team. In other words, if a parent or the school needs to reach any member of your school team on May 27th, this will be the primary contact number.
4. **Each school will provide that primary contact number to the Registration Desk** when picking up their registration packet so that we will have the ability to connect.
5. **The person carrying the designated contact phone** for the school team will have the numbers of any cell phones that will be with students or adults at the conference. We have also created a space on the

*Conference Documents**Safety Information Letter - Everyone please read*

Conference Locations Map where your Team's cell phone numbers can be listed, meaning everyone will have those numbers available to them at all times.

6. **We will have a cell phone at the Registration desk.** This number will be distributed to all participants. **207-949-1449** This number is printed on the Conference Locations Map.
7. **If a student gets separated from their school group,** or simply wants a quiet spot during this very busy day, the lobby of the Collins Center for the Arts, where the day will begin, will be the designated “lost & found” spot for everyone. Please emphasize that they should not head for their school's bus. The registration desk will be staffed throughout the day, and there is some seating available.
8. **At the opening session, participants will be introduced to UMaine Student Volunteers** who will be dressed in a clearly identifiable way, and will be around campus all day, ready to help any participant.



**DIRECTIONS TO
COLLINS CENTER FOR THE ARTS
UNIVERSITY OF MAINE - ORONO**

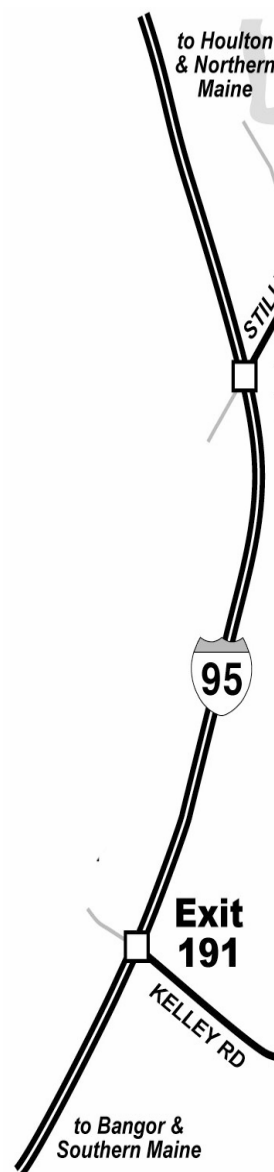
I-95 to Exit 191 – Kelley Road.

If traveling from the South, turn right at the end of the ramp. If traveling from the North, take a left at the end of the ramp.

Continue to U.S. Route 2 (this road is also Main Street, Orono). Turn left onto U.S. Route 2 - Main Street. Near the center of town, you will pass a fire station and a convenience store on the left, and cross a bridge shortly after that. The University Inn Academic Suites will be on your left just after the bridge. Stay to the right and bear right at the traffic light across from the University Inn Academic Suites onto Park Street (a continuation of U.S. Route 2).

The Park Street entrance to the University of Maine is located on the left about one-half mile after the traffic light. Turn left into campus, just before Bangor Savings Bank. Bear left at the first fork in the road. The Collins Center for the Arts is located just ahead. Parking is available throughout campus for visitor and conference parking in lots marked Commuter (C - Black).

Parking Permits are not required if a parking area is reserved for your conference or meeting. In lots that do not have reserved areas, permits are required and are available for purchase. For more information on parking services, the Visitor Center at Buchanan Alumni House, Bear Necessities



*Conference Documents**Driving Directions to the Collins Center - Registration & Star*

Arena, UMaine Public Safety Office and the Student Service Center in

If you have any special needs or questions, please call :

Conference Services Division at tel: 207-581-4092

The Department of Public Safety (24 hours daily) on campus at 207-58

We hope you enjoy your time on our campus!

[Collins Ctr Directions Map.pdf](#)

Conference Documents

Conference Locations Map

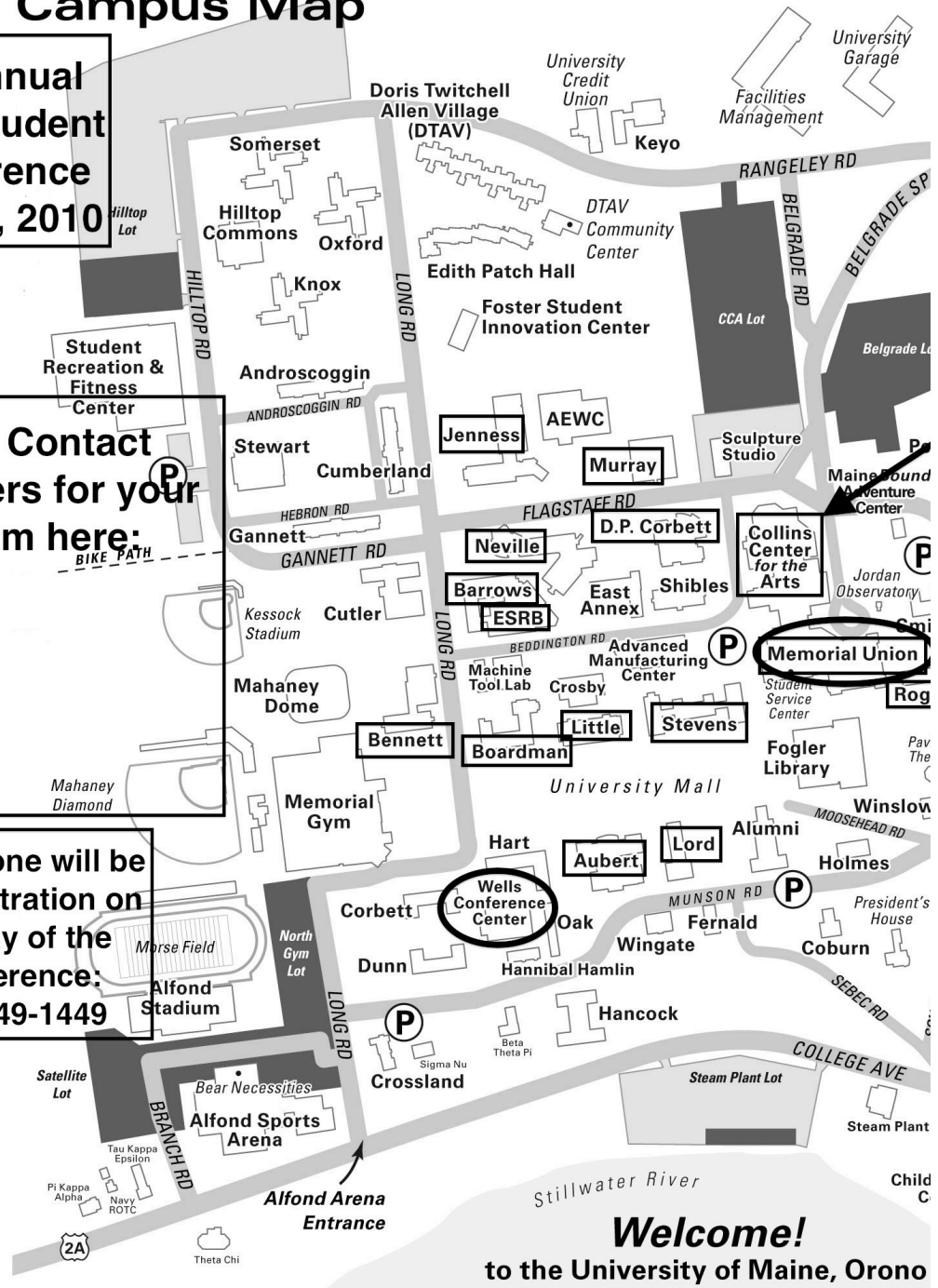


Campus Map

**7th Annual
MLTI Student
Conference
May 27, 2010**

**List Contact
numbers for your
Team here:**

**This phone will be
at Registration on
the day of the
Conference:
207-949-1449**



Welcome!
to the University of Maine, Orono

Conference Documents
Conference Locations Map

[2010_ConfMap-2.pdf](#)

Conference Documents

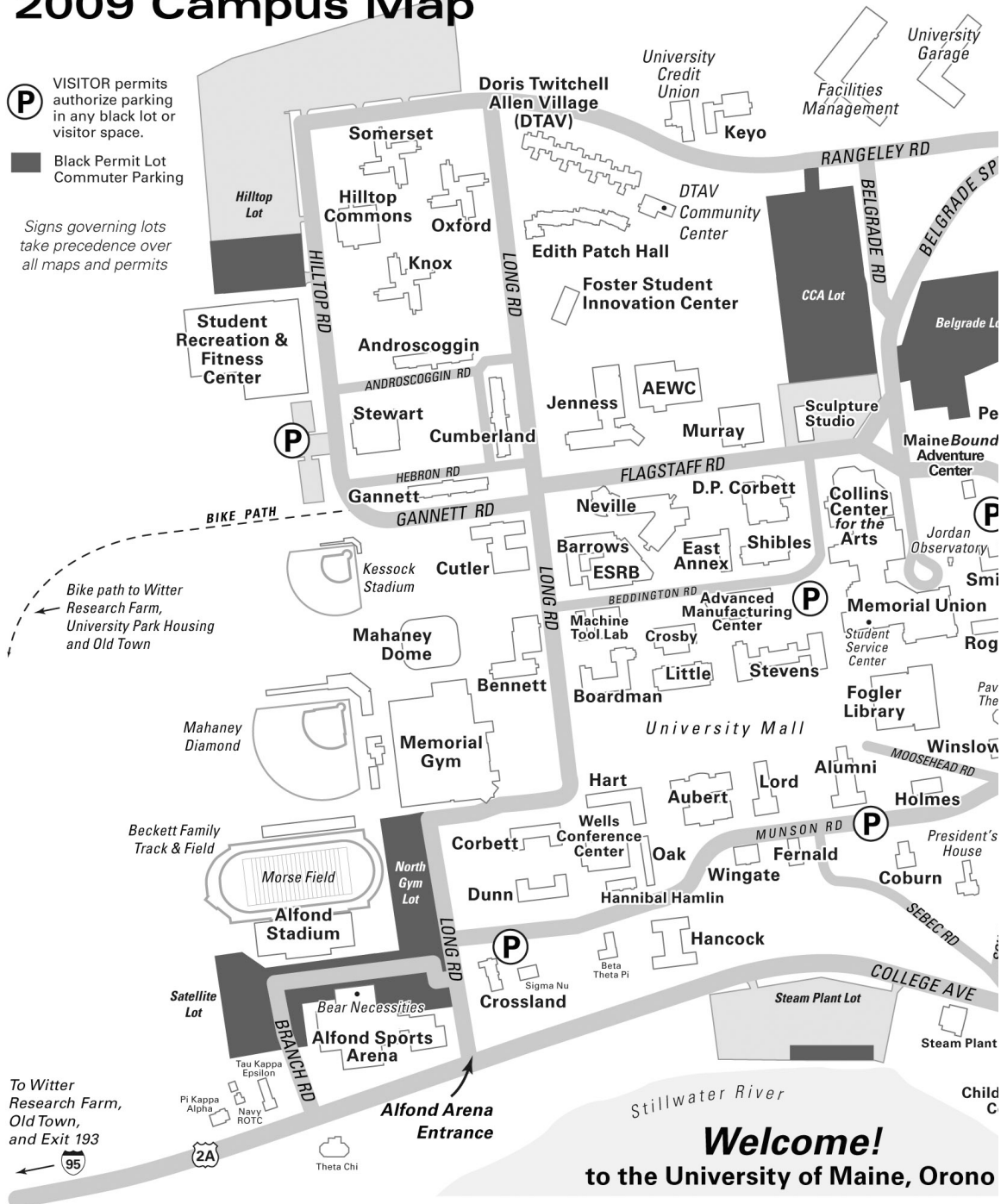
UMaine Campus Map



2009 Campus Map

- (P)** VISITOR permits authorize parking in any black lot or visitor space.
- Black Permit Lot**
Commuter Parking

Signs governing lots take precedence over all maps and permits

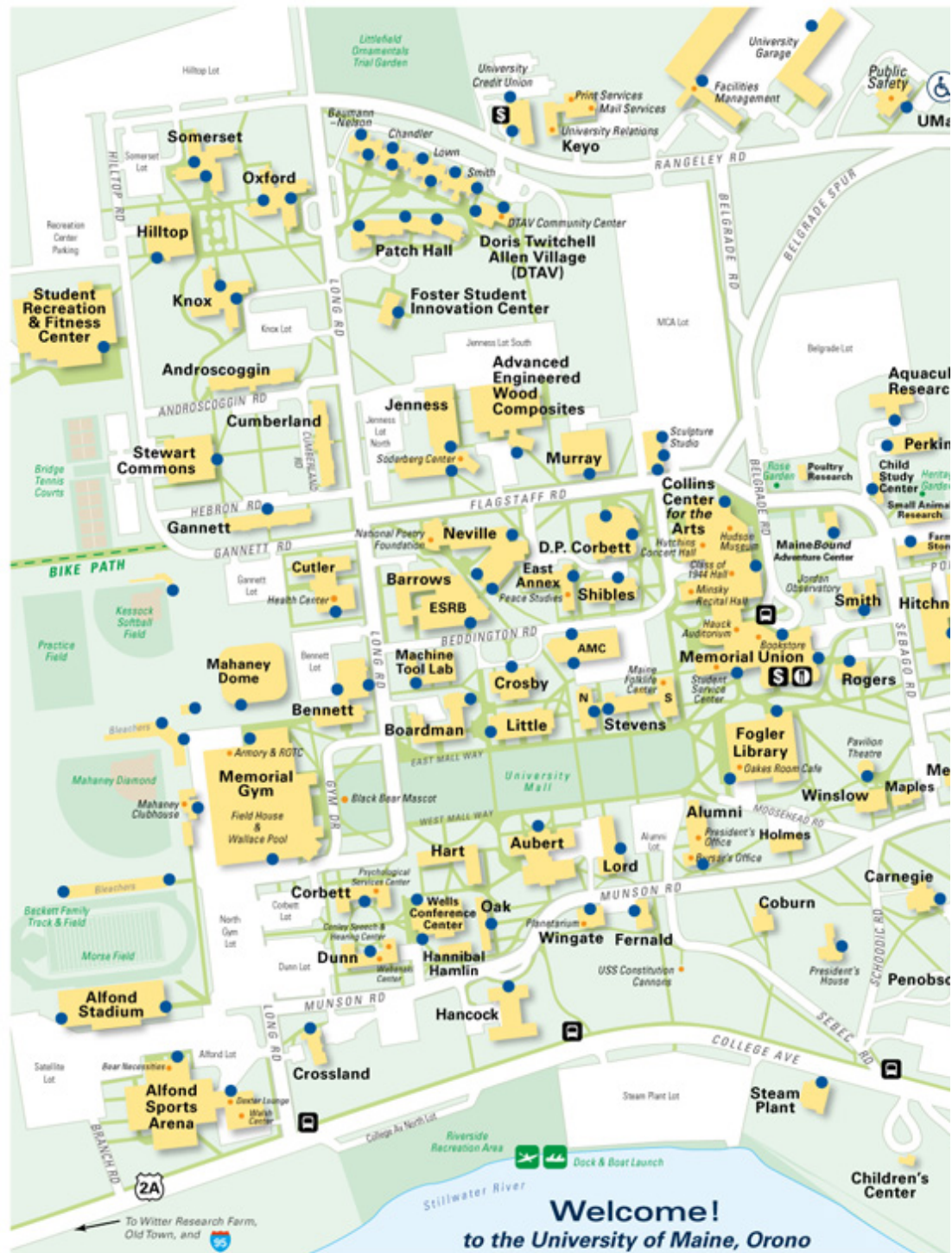


Conference Documents
UMaine Campus Map

[UMaine_Campus_Map.pdf](#)

Conference Documents

UMaine Accessibility Map



Conference Documents
UMaine Accessibility Map

[UMaine Accessibility.pdf](#)

*Conference Documents**Medical Care for Conference Attendees at UMaine***Health Care for Conference Attendees ~ 2010****Cutler Health Center ~ University of Maine Campus**

Monday - Friday 9 AM - 6 PM After hrs, 581-4000 for call back from on-call physician

Cash, 3rd party Insurance (BCBS, Anthem, Aetna, Cigna)

Insurance benefit cards (pre-tax dollars)

Not MaineCare or Medicare.

Orono Family Medicine ~ Affiliated with Cutler Health Center

84 Kelley Road, Orono

Care available on Saturday Closed Sunday

9AM - 12 Noon After hours: 581-4000 answering service will coordinate with on-call physician

Orono Medical Center Walk-in Care

303 Main Street, Orono

Monday - Friday 8 AM - 6 PM Saturday 9 AM - 2 PM Sunday closed

Tel: 866-5561

EMMC Walk-in Care

915 Union Street, Suite 4, Bangor

Monday – Friday 7 AM - 8 PM Saturday and Sunday 8 AM - 7 PM

Tel: 973-8030

Eastern Maine Medical Center

489 State Street, Bangor

24 Hour Emergency Care

tel: 973-7000

St. Joseph Hospital

360 Broadway, Bangor

Conference Documents

Medical Care for Conference Attendees at UMaine

24 Hour Emergency Care
tel: 262-5000

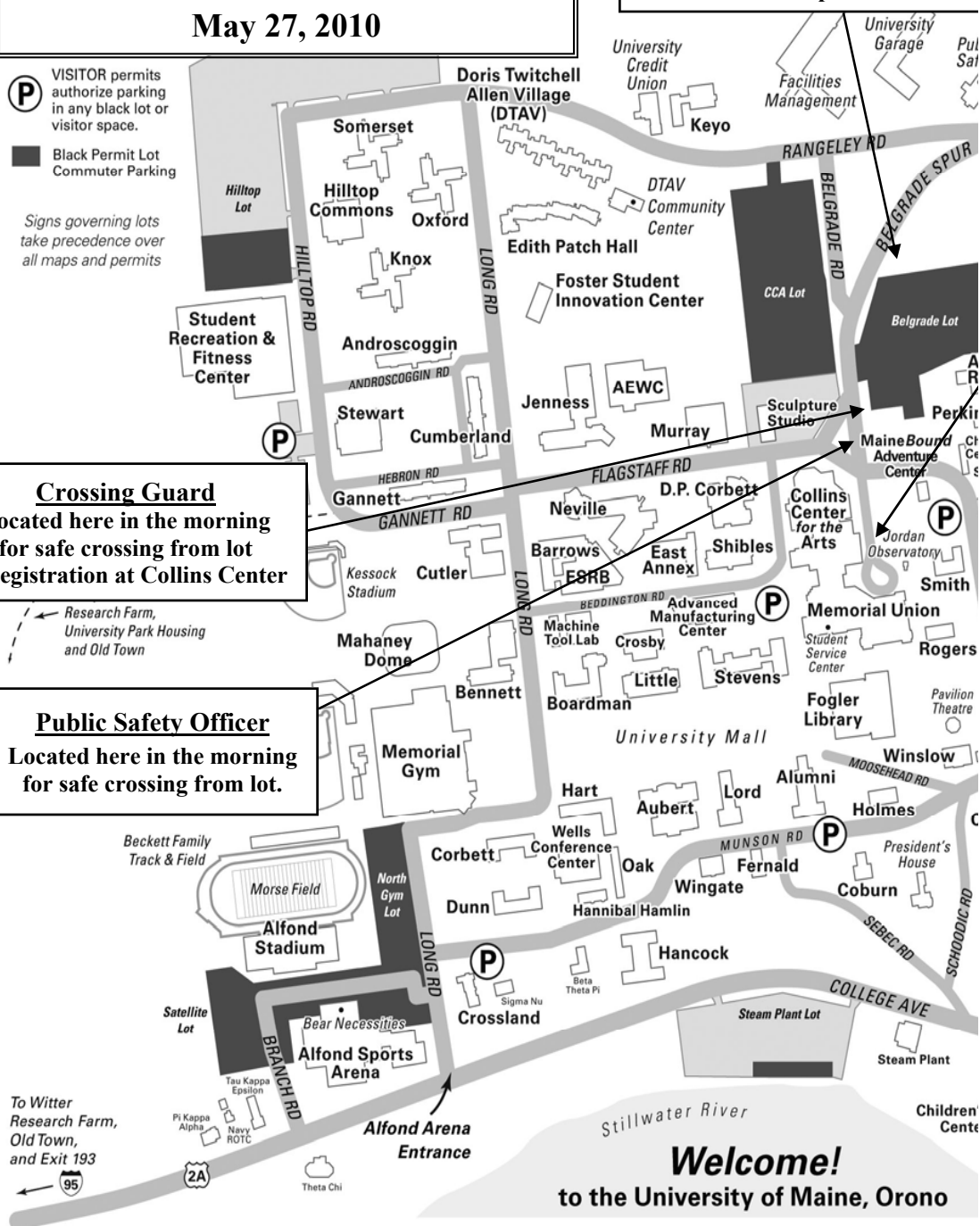


Student Drop-off and P
On arrival, please drop studen
Busses cannot stop in front of the

Signs governing lots take precedence over all maps and permits

Crossing Guard
 Located here in the morning
 for safe crossing from lot
 to registration at Collins Center

Public Safety Officer
Located here in the morning
for safe crossing from lot.



Conference Documents
Bus Parking & Pickup Map

Conference Documents
Parking Permit

No parking permit is needed for buses, but this permit can be used for all other vehicles bringing participants to the conference.

Conference Documents
Parking Permit



7TH ANNUAL MLTI STUDENT CONFERENCE

VISITOR PARKING PERMIT

Valid: 2 days only

Guest/Visitor Lots or Commuter (Black) Parking

Dates of Visit: May 26 ~ 27, 2010

Parking in fire-lane, handicap, loading-zone, non-paved areas, or service vehicle areas (except for service vehicles) is expressly prohibited; vehicles in violation will be cited and removed at owner's expense. A parking permit during the entire conference will result in the vehicle being ticketed.

**Parking and Transportation Services
523 Doris Twitchell Allen Village, Community Center
Telephone: 581.4047**

Please display on front right corner of dash of vehicle



7TH ANNUAL MLTI STUDENT CONFERENCE

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Guest/Visitor Lots or Commuter (Black) Parking

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Parking Permit

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Parking and Transportation Services
523 Doris Twitchell Allen Village, Community Center
Telephone: 581.4047

Please display on front right corner of dash of v

[2010 MLTI Conf Pkg Permit.pdf](#)

Now that you have registered

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*Now that you have registered
A Week Before the Conference*

Do you have all signed and dated permission slips?

Have you faxed or emailed a scanned copy of the signed Photo Release Forms to Juanita Dickson? (Fax: 207-624-6601, Email: juanita.dickson@maine.gov).
(We will need to file original copies of these forms, so please retain the original - Originals can be mailed to the Department or dropped off at the Student Conference Registration table but we do need to receive a copy of these PRIOR to your arrival at the Conference.)

There will not be many opportunities to charge laptops at UMaine and most students will want to use their laptop throughout the day. Have you worked with your Team to make plans for independently responsible power management?

Have you discussed how you will respond to the call: "To make the local impact of MLTI visible, participating schools are encouraged to bring canned goods or a \$1 per person donation to Maine's Good Shepherd Food Bank. With each \$1 donated, the GSFB can purchase \$12.50 in food through their connections."

Have you given the students a list of what to bring, and

*Now that you have registered
A Week Before the Conference*

helped them prepare to get through the day without a backpack?

Have you printed a copy of the Conference Locations Map for each student & chaperone?

Do you have contact information for each student and yourself?

Did you go over the session schedule with your students?

Do your students know which sessions they are attending?

Do your students know where the sessions they are attending will be located?

Have you worked with your technology staff, if necessary, to remove any proxies? Networkmaine reminds all participants: *"In order to prevent participant connectivity problems, site administrators should remove any HTTP proxy settings on laptops that will participate at the 2010 MLTI tech conference before they arrive."*

Now that you have registered
A Week Before the Conference

Have you installed Scratch & Alice on the computers of all participants so they'll be ready to go in sessions that will be using these programming tools?

http://info.scratch.mit.edu/Scratch_1.4_Download

http://www.alice.org/index.php?page=downloads/download_alice

*Now that you have registered
The Day Before the Conference*

Did you remind the students to **charge** their laptops and bring them along to the conference? Did you remind them to also bring their power adaptors? Can you bring any extra charged batteries from spare laptops?

Double Check: Have you worked with your technology staff, if necessary, to remove any proxies.

Networkmaine reminds all participants: *"In order to prevent participant connectivity problems, site administrators should remove any HTTP proxy settings on laptops that will participate at the 2010 MLTI tech conference before they arrive."*

Double Check: There will not be many opportunities to charge laptops at UMaine and most students will want to use their laptop throughout the day. Have you worked with your Team to make plans for independent responsibility for power management?

Did you go over the Conference Locations Map? (Does each student have a copy on their laptop and a printed copy?)

Has your Team collected either non-perishable food or a \$1 per person donation to Maine's Good Shepherd Food Bank? Remember, with each \$1 donated, the

Now that you have registered
The Day Before the Conference

GSFB can purchase \$12.50 in food through their connections!

Do you have a common meeting place for touching base with your students, for example to meet before lunch? To meet before Block 3? To meet if someone is lost?

Did you give your students a list of which chaperone will be where if needed, and a list of contact cell phone numbers?

Have you made plans for your students to stick together in groups?

*Now that you have registered
The Morning of the Conference*

Do your students have their laptops & chargers?

Do your students have your cell phone number and those of other Team members?

Do your students each have a copy of the Conference Locations Map?

Do you have either your non-perishable food or your \$1 per person donation to Maine's Good Shepherd Food Bank? (Remember, with each \$1 donated, the GSFB can purchase \$12.50 in food through their connections!)

Have you made clear the importance of heading to the registration area if any student gets separated from the group?

Do all of your chaperones have a list of all students, and a list of the ones in their group for the day?

Do your students know which sessions they wish to attend? Do you know which sessions they plan to attend?

Have you had discussions amongst your Team about respect and Conference behavior, reminding all that

Now that you have registered

The Morning of the Conference

they will be Ambassadors for your School?

Have you reminded your students to care for and keep track of their laptops throughout the day?

*Now that you have registered
Upon arrival at the Conference*

One teacher will stop at the Registration Table to collect the registration materials. This person will be responsible for providing a cell phone number for contact throughout the day as well as all original signed copies of the Photo Release Form.

One person will drop off your Team's donations to Maine's Good Shepherd Food Bank, inside the lobby of the Collins Center for the Arts. (Remember, with each \$1 donated, the GSFB can purchase \$12.50 in food through their connections!)

Students should join the line to receive their conference T-shirt.

Name tags (from the registration materials) should be distributed, and students should place them in plain sight on their torso.

Let everyone know where they will be eating lunch. Your Team will be assigned either to The Marketplace in Memorial Union or Wells Central. Tickets will be provided in the registration packet. These cannot be replaced if lost.

After having a snack in the lobby, your group should find

*Now that you have registered
Upon arrival at the Conference*

seats (together) in the Hutchins Concert Hall. You will have been assigned to either sit in the lower or upper seating section.

Communication, cell phone numbers, and common meeting places should be addressed again.

Make sure all students have cell phone numbers of adults in your group and the Conference Registration Table number. (207-949-1449)

Make sure you have all of your students' cell phone numbers.

Make sure all Team members have a printed copy of the Conference Locations Map.

If members of your Team is presenting in Block 1, and you need to set up, you may need to go to your presentation room and begin setup before Block 1 begins.

Now that you have registered
During lunch at the Conference

In your registration packet will be found lunch "tickets" for the space your Team will be eating in.

Do your students have their laptops securely placed a safe distance from their lunch?

Are all of your students accounted for?

Talk to your students about what they have seen during the day, and how innovative ideas can be brought back to your school.

Make sure all students and adults leave the lunch area in time to be back in the Hutchins Concert Hall for the Block 3 Über-session at 1:00 PM.

*Now that you have registered
Before Leaving the Conference*

Do you have all of your Team members accounted for?

Does everyone have their laptop?

Does everyone have their personal belongings?

Did you check again to make sure all of your Team members are accounted for?

*Now that you have registered
After you arrive home from the Conference*

Do your students have their laptops?

Do they have their personal belongings?

Conference Schedule: Opening Session; Block 1, 2 & 3 Sessions;

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*Conference Schedule: Opening Session; Block 1, 2 & 3 Sessions;
General Conference Schedule*

Registration: 8:00 AM - 8:45 AM in the Lobby of the **Collins Center for the Arts**

Welcome: 8:50 AM - 9:15 AM in **Hutchins Concert Hall, Collins Center for the Arts**

Workshop Session & Lunch Times

Block 1: 9:25 AM - 10:25 AM (Assorted Spaces)

Block 2: 10:40 AM - 11:40 AM (Assorted Spaces)

Lunch: 11:40 AM - 12:50 PM (School Groups will be assigned to either Wells Central or The Marketplace)

Block 3: 1:00 PM - 2:00 PM (Hutchins Concert Hall, Collins Center for the Arts)

Closing and Door Prizes: 2:05 PM - 2:40 PM in **Hutchins Concert Hall, Collins Center for the Arts**

Conference Schedule: Opening Session; Block 1, 2 & 3 Sessions; Opening Session

In the Opening Session, held from 8:50 - 9:15 in the Hutchins Concert Hall in the Collins Center for the Arts, we will have a few speakers welcome the participants to UMaine, in addition to the following:

- Winning artwork from this year's MLTI Screensaver Contest will be displayed on the big screen as we gather. *(If you are intrigued, and want to enter a piece of your own this year, be sure to attend the session)*
- Any updates to the schedule will be shared at this time
- All participants will be introduced to the UMaine Volunteers who will be available throughout the day to help make sure no one has any questions left unanswered!

Conference Schedule: Opening Session; Block 1, 2 & 3
PDF List of Block 1 & Block 2 Session Titles, Times, and Locations



Building	Room	Block 1 (9:25 - 10:15)
Collins Center for the Arts		
Collins Center for the Arts	Hutchins Concert Hall	B114 - HTML and CSS, What Are These Acronyms and How Are They Used?
D.P. Corbett Bus. Bldg.		
D.P. Corbett Bus. Bldg.	100	B124 - LIVE, It's the BenNBen Show! (It could be YOUR SHOW!)
D.P. Corbett Bus. Bldg.	107	B102 - Internet Radio Station Creation From Newcastle, Maine..."
D.P. Corbett Bus. Bldg.	115	B131 - It's All About Design - Using Sketch Like a Pro
Neville Hall		
Neville Hall	101	B128 - Collaborative Game Proposal
Neville Hall	100	B116 - Skype in the Classroom? It Can
Neville Hall	227	B112 - Get With the Program to Animal Evidence of Learning
Aubert Hall		
Aubert Hall	316	B115 - Win a Grammy!
Aubert Hall	428	B104 - Get Published! Screen Saver Project
Little Hall		
Little Hall	120	B123 - Twisted Reality
Little Hall	130	B103 - Digitizing History: The Maine Community Heritage Project
Little Hall	140	B126 - No More Paper Posters! Go Green Glogster
Little Hall	110	B127 - iLike it, You'll Like It: iWeb! - A New Way to Present Knowledge in the Classroom

Conference Schedule: Opening Session; Block 1, 2 & 3
PDF List of Block 1 & Block 2 Session Titles, Times, and Locations

7th Annual MLTI Student Conference - Listing of Sessions

[Rooms Block1 Block2 05 17.pdf](#)

Conference Schedule: Opening Session; Block 1, 2 & 3
PDF List of all Block 1 (9:25-10:25) Sessions with Descriptors



BUILDING	ROOM	Session Number, Title, Presenters, and Descriptors
Bennett Hall	Bennett 140	<p>B101: "I came, I saw, iPod!" (Mary C. McCarthy & School of the Kennebunks)</p> <p>In addition to re-designing GREEN Hotel Rooms at Nonantum Resort, Art Students from the Middle School have created Audio/video Podcasts of their local restaurants, rainy day ideas, local haunts and more. Prospective visitors can download these onto their ipods for their trip, and hotel guests can download them prior to their stay in the local area. Real world projects like this connect technology, schools, and the community to real world experiences.</p>
D.P. Corbett Bus. Bldg.	DPC 107	<p>B102: Internet Radio Station Creation - "Live from Maine..." (Thomas Steele-Maley & Students from Lincoln Academy)</p> <p>This year Lincoln Academy students created an internet radio station as part of their global service learning projects. While the format took shape, students researched and wrote on music that was important to them. This session will focus on how to build an internet radio station from the ground-up using the experiences of students who co-planned and implemented a student-run internet radio station for a class service project at Lincoln Academy. Learn the process from student leaders and ask questions and get a chance to stream live from the session.</p>
Little Hall	Little 130	<p>B103: Digitizing History: The Maine Community Project (Jessica Kelly & Students from Scarborough Middle School)</p> <p>This dynamic presentation will take participants on a journey through a year-long community project to create vibrant digital exhibits from scratch using a wide variety of easily accessible tools. Participants will explore the Scarborough website, Maine Memory, and platforms like Skype and Ninjablog. Participants will know how to access and use the Maine Memory website and its wide variety of tools, have a greater understanding of historical documents and how to "hear their stories" through audio recordings.</p>
Aubert Hall	Aubert 428	<p>B104: Get Published! Screen Saver Photos! (Alicia Patterson of the Maine Department of Education, Irena Skowhegan from Skowhegan Middle School)</p> <p>Would you like to get YOUR photograph on the state screen savers? Want to see your work published on 7000 screens across the state of Maine before you go off to college? Join us to learn the details of the contest and meet one of the winners.</p>

Conference Schedule: Opening Session; Block 1, 2 & 3
PDF List of all Block 1 (9:25-10:25) Sessions with Descriptors

		has been selected to be a part of the 2010-11 MLTI year Maine K-12 students will once again be invited to be considered for inclusion on the MLTI lap
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**Block 1 Sessions - 9:25 - 10:25 AM (MLTI Student Conference M
 Accurate as of May 17 - Updates at the Conference - P**

[Block 1 as of May 17 complete.pdf](#)

Conference Schedule: Opening Session; Block 1, 2 & 3
PDF List of all Block 2 (10:40-11:40) Sessions with Descriptions



BUILDING	ROOM	Session Number, Title, Presenters, and Description
Murray Hall	Murray 102	<p>B201: Scoring the Music of Flight: Creating Film Flying (Alan Kaschub - Instructor of Music, USM Sch)</p> <p>In this session, participants will listen carefully to excellent flying scenes, examine techniques that composers use to compose their own flying music to a scene from a movie, and then "score to picture" in Garageband, add cues for instruments, and use advanced features of Garageband to create a complete score. Some experience with music, music notation, music theory or software is necessary.</p>
Little Hall	Little 130	<p>B202: Maine Memory Network: Accessing, Detecting, and Preserving State History Online (Steve Bromage - Assistant Director, Maine Historical Society, Larissa Vigue Picard, Coordinator, and Rachel Miller, AmeriCorps Education Specialist)</p> <p>This presentation will go behind the scenes of Maine's nationally-recognized statewide digital museum, to reveal how we use the Network's classroom-ready, user-friendly, and accessible tools. Maine Historical staff will lead participants through a session on the resources and tools of Maine Memory Network, searching for a variety of primary documents, to using the "zoom" feature to uncover artifact mysteries, to creating virtual galleries, and exhibits, participants will become instant historians as they research and interpret Maine history online.</p>
Rogers Hall	Rogers 206	<p>B203: Modify on the Fly! (Cynthia Curry - MLTI Mentor)</p> <p>Do you sometimes have a hard time reading from your screen? You know there are lots of ways to change the look of your screen? You can even create sound files of documents and listen to them on your iPod or MP3 player. And you can do all of this with a few clicks on your MLTI laptop! After attending this session, you will be able to modify their own learning materials (e.g., Web pages) so that they are better able to understand them. Come to modify on the fly - on the fly!</p>
Jenness Hall	Jenness Soderberg Lobby	<p>B204: Why on Earth, or off, should anyone be in a classroom? (Tom Bickford - Director of Maine Robotics)</p> <p>Robotics have been on the cutting edge of science for decades. Imagine exploring space as well as the deep reaches of the ocean, working with equipment to turn an idea into a project, or simply imagine asking the question, "What can it do?" only to</p>

Conference Schedule: Opening Session; Block 1, 2 & 3
PDF List of all Block 2 (10:40-11:40) Sessions with Descriptions

Memorial Union	B a n g o r Room	<p>we want it to do. Now imagine that you can do all that and not only learn about the ideas of robotics, you'll get your hands on it well! Ready, set, PROGRAM!</p> <p>B205: Scratching Deeper - Scratch Programming "Paddle2See" Goff - MIT Scratch Team Member and & Gail Garthwait - UMaine College of Education and Health</p> <p>Learn some expert "tricks" to improve your skillz in programming language! In this hands-on workshop we'll explore the known power features of the Scratch program as well as some you can use in your animations and games. Basic Scratch is recommended. All participants should download the session: http://info.scratch.mit.edu/Scratch_1.4_Deepen</p>
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**Block 2 Sessions - 10:40 - 11:40 AM (MLTI Student Conference |
 Accurate as of May 17 - Updates at the Conference - Page 28-2)**

[Block 2 as of May 17 comp-2.pdf](#)

Conference Schedule: Opening Session; Block 1, 2 & 3 Sessions; Block 3 Information

This is going to be an amazing session - stretching the possibilities of the MLTI in lots of ways... Technical and human!

On the technical side, we are working closely with Networkmaine, Cisco, and Apple to make sure that the wireless capabilities are as ready as they can be for connecting up to 1000 participants at the same time...

On the content side a session has been designed that will be hands-on, minds-on. Everyone will go away from this session understanding the importance of turning potential energy into kinetic energy, and will have participated in an event that shows how technology use can positively impact the real world.

Now, there are going to be a lot of folks in the room, so it will really help if you and your school team does these things:

A) Arrive at the session on time! We know this is right after lunch, but have you ever tried to get 1000 people ready to go? Please plan on being seated and good to go a few minutes early!

B) Stay focused on the session - yes, we are in a wireless environment, but this is not the time to be downloading some of the cool stuff you've seen in other sessions during the morning... We are stretching the limits of the network in a single space here, so we owe it to each other to stay on task.

C) Be thinking of "How can we do something like this in my school?" This session will be fun and powerful, but the real power will only happen if it is put to work in your school. Get creative!

Conference Schedule: Opening Session; Block 1, 2 & 3 Lunch Information

We are bringing over 1000 participants to UMaine for the 7th Annual MLTI Tech Team Conference on May 27th. Because of the number, we have worked with Dining Services at UMaine to serve lunch in two locations. The information here will help participating schools be better prepared for their college-style dining experience.

Half of the conference participants will be eating at Wells Central & half will be eating at The Marketplace. Your school group will have been informed via e-mail to the lead contact prior to the conference as to where your Team will be eating lunch. Schools will receive an appropriate dining pass for each participant in registration packets on May 27th.

Do not lose your dining pass! They are required for lunch, and are valid only at the specified venue, either Wells Center or The Marketplace.

Diners eating at The Marketplace will have more choices, but will have to "**do some math**" as they make their selections.

Each participant will have been given a "dining card" with a cash value of \$7.50 on it. Dining at The Marketplace is "a la carte," meaning that each item is individually priced. If a diner goes over \$7.50 they will have to pay the difference.

There will be several UMaine Dining Services staff directing and assisting students to help you keep on your budget, but it would probably be a good idea if folks eating in The Marketplace had a few dollars in their pocket just in case they go over...

Diners eating at Wells Central will be in a "buffet" setting.

Conference Schedule: Opening Session; Block 1, 2 & 3
Lunch Information



MLTI Student Conference

All of us in Black Bear Dining look forward to

Wells Central

All-you-care-to-eat! Four venues to choose from
Take-out not available.

Degrees: Fresh Brick-Oven Style Pizzas & Hot Subs

Artisan: Specialty Sandwiches & Panini

World Flavors: Grilled Favorites like Burgers, Garden Burger

Traditions: Soup & Salad Bar plus Homestyle Features

... and so much more at each venue!



Maine Marketplace

À la carte pricing.
Eat in or take out.

Black Bear Grill: Burgers, Hot Dogs, Chicken Tenders (\$2.95)

Conference Schedule: Opening Session; Block 1, 2 & 3
Lunch Information



Chow Maine: Favorites like General Tso's Chicken & Fried Ri

Salumaria: Pizza, Pasta, Panini Sandwiches (\$3.50 - \$4.50)

M.C. Fernalds: Sandwiches Made to Order (\$3.75 - \$6.25)

Harvest Crossings: Soup (\$2.25 - \$3.00), Salad Bar (\$5.12 pe

Dessertations: Freshly Made Bakery Items, Cookies, Cakes (:

Beverages: Fountain Sodas, Bottled Beverages, Hot Beverag

[UMaine Menu 2010 Conf.pdf](#)

Conference Schedule: Opening Session; Block 1, 2 & 3 Sessions; Closing & Door prizes

The closing session will directly follow Block 3, and will also take place in the Hutchins Concert Hall in the Collins Center for the Arts. During this session, which will move very quickly, we will:

- Collect feedback. We are always working to improve this conference, and we want to know how the day went. Students have to provide feedback form, as this is how participants will be entered into any doorprize drawings.
- Drawings for door prizes, which will include, but not be limited to, \$1000 College Scholarships and more! And before anyone asks, "YES! You do need to be present to win."
- Say "Thank You!" to all presenting teams and to everyone who has worked so hard to make this day a reality.
- Bid all participants farewell for this year and issue an invitation back for next year's conference!

Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations

<i>B101: "I came, I saw, iPod!"</i>	<i>33</i>
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<i>B103: Digitizing History: The Maine Community Heritage Project</i>	<i>35</i>
<i>B104: Get Published! Screen Saver Photos!</i>	<i>36</i>
<i>B105: One Voice Is All it Takes</i>	<i>37</i>
<i>B106: Intro to iTeams: How to start up a Student Technology Team</i>	<i>38</i>
<i>B107: News is Now, News is Complex, News is Us, News is Important! ...</i>	<i>39</i>
<i>B108: Get Your Geek On! Starting a High School Tech Team</i>	<i>40</i>
<i>B109: These Aren't Your Brother's Legos</i>	<i>41</i>
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<i>B111: Challenges Without Borders - International Collaboration Gets Real!</i>	<i>43</i>
<i>B112: Get With the Program to Animate Your Evidence of Learning</i>	<i>44</i>
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<i>B114: HTML and CSS, What Are These Acronyms and How Are They</i>	<i>46</i>
<i>B115: Win a Grammy!</i>	<i>47</i>
<i>B116: Skype in the Classroom? It CAN work!</i>	<i>48</i>
<i>B117: Participate, Create, Imagine with Scratch!</i>	<i>49</i>
<i>B118: Photobooth for Education: Six Sensational Suggestions</i>	<i>50</i>
<i>B119: Using a Ning or Other Social Networking Tools to Bring Characters</i>	<i>51</i>
<i>B120: Picturing Change: iPhoto Sharing Goes Green!</i>	<i>52</i>
<i>B121: The Places You Could Go</i>	<i>53</i>
<i>B122: How many pictures did you take with that laptop?</i>	<i>54</i>
<i>B123: Twisted Reality</i>	<i>55</i>
<i>B124: LIVE, It's the BenNBen Show! (But it could be YOUR SHOW!)</i>	<i>56</i>
<i>B125: U + Mac=Better Communities</i>	<i>57</i>
<i>B126: No More Paper Posters! Go Green with Glogster</i>	<i>58</i>
<i>B127: iLike it, You'll Like It: iWeb! - A New Way to Present Knowledge in</i>	<i>59</i>
<i>B128: Collaborative Game Proposal</i>	<i>60</i>
<i>B129: Interactive Programing with Scratch: Yes, You Can!</i>	<i>61</i>
<i>B130: Work Like a Pro: Professional Grade Graphic Design in Pages</i>	<i>62</i>
<i>B131: It's All About Design - Using Sketchup Like a Pro</i>	<i>63</i>
<i>B132: Scoring the Music of Flight: Creating Film Music for Scenes of</i>	<i>64</i>

Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B101: "I came, I saw, iPod!"

Bennett Hall	Bennett 140	<p>B101: "I came, I saw, iPod!" (Mary C. McCarthy & Students from Middle School of the Kennebunks)</p> <p>In addition to re-designing GREEN Hotel Rooms at Kennebunkport's Nonantum Resort, Art Students from the Middle School of the Kennebunks have created Audio/video Podcasts of their local favorites - food, restaurants, rainy day ideas, local haunts and of course, shopping. Prospective visitors can download these onto their ipods to listen to before their trip, and hotel guests can download them prior to setting out to tour the local area. Real world projects like this connect kids, ideas, technology, schools, and the community to real work. This is not make believe - it's real! In this session participants will learn how this could happen in their own community. And don't worry - ample suggestions will be shared of other REAL-life projects that could be used in your school and community!!</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B102: Internet Radio Station Creation - "Live, From Newcast

D . P . Corbett Bus. Bldg.	DPC 107	<p>B102: Internet Radio Station Creation - "Live, From Newcastle, Maine..." (Thomas Steele-Maley & Students from Lincoln Academy)</p> <p>This year Lincoln Academy students created an internet radio station for their global service learning projects. While the framework for the station took shape, students researched and wrote on myriad global issues that were important to them. This session will focus on how an MLTI school can build an internet radio station from the ground-up. Come hear the experiences of students who co-planned and implemented their public, student-run internet radio station for a class service learning project at Lincoln Academy. Learn the process from student leaders on the project, ask questions and get a chance to stream live from the conference!</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B103: Digitizing History: The Maine Community Heritage Project

Little Hall	Little 130	B103: Digitizing History: The Maine Community Heritage Project (Jessica Kelly & Students from Scarborough Middle School) This dynamic presentation will take participants on a whirlwind journey through a year-long community project to create vibrant online local history exhibits from scratch using a wide variety of easily accessible FREE tools. Participants will explore the Scarborough website, other resources on Maine Memory, and platforms like Skype and Ning. After this session, participants will know how to access and use the Maine Memory Network and its wide variety of tools, have a greater understanding of primary historical documents and how to "hear their stories," have a greater appreciation for the ways local history connect to the bigger picture of state and national history, and be ready to use online tools like Skype and Ning to make local history come alive in modern formats.
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B104: Get Published! Screen Saver Photos!

Aubert Hall	A u b e r t 428	<p>B104: Get Published! Screen Saver Photos! (Argy Nestor and David Patterson of the Maine Department of Education, Frank Chin & Student from Skowhegan Middle School)</p> <p>Would you like to get YOUR photograph on the MLTI laptop screen savers? Want to see your work published on 70,000 plus MacBooks across the state of Maine before you go off to college? Attend this session to learn the details of the contest and meet one of the artists whose work has been selected to be a part of the 2010-11 MLTI screensaver. Next year Maine K-12 students will once again be invited to submit photographs to be considered for inclusion on the MLTI laptops screen savers. Participants in this session will be well prepared to go for it by getting photography tips from the student, teacher and judge and having a chance to see this year's selected photographs and learn about why they were selected. Bring along some of your own best pictures to share!</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B105: One Voice Is All it Takes

Jenness Hall	Jenness 116	<p>B105: One Voice Is All it Takes (Lydia Leimbach & Students from Hall-Dale Middle School)</p> <p>One voice is all it takes to make a difference- make it yours! In this session, learn how your talents can be put to use in a Public Service Announcement to be posted online in the fall as part of a campaign to increase volunteerism. Students will learn the steps necessary to make their own PSA and will use copyright free image and music sites to find resources for their project. In addition, students will be asked to lend their voices and ideas for the creation of the larger PSA.</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B106: Intro to iTeams: How to start up a Student Technology

Little Hall	Little 219	B106: Intro to iTeams: How to start up a Student Technology Team (Kyle Beeton & Students from Whitefield Elementary School) Do you notice that some kids are just naturals on the computer? With a little guidance, those naturals can really shine, and at the same time be a valuable resource to the school. Come see how Whitefield Elementary School has established its student tech team (or iTeam). You'll learn what we do, why we do it, how we got started, and maybe a few things you didn't know about the MacBooks.
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B107: News is Now, News is Complex, News is Us, News is

Lord Hall	Lord 100	<p>B107: News is Now, News is Complex, News is Us, News is Important! (Nicole Poulin & Students from Messalonskee Middle School)</p> <p>Learn how to start and organize a news club in your school. What are the parts? What do I need to know? What is the related software? How do I publish? Come learn about how we did it (5-10 min.) and then pick a piece of software and learn about how to use it. The large group will split into three smaller groups. You pick what you want to learn: Podcasts, iMovie, or iWeb! We'll first show you a news piece produced by us (1minute). Then we will have "raw" video, pictures, and audio files loaded on a thumb drive. We'll walk you through the editing process! You will become news attending this session; we will produce a story out of this session and the whole session at the end of the day will see you at work!</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B108: Get Your Geek On! Starting a High School Tech Team

Little Hall	Little 205	B108: Get Your Geek On! Starting a High School Tech Team (Shana Goodall & Students from Orono High School) Description: Are you interested in starting a student technology team to support student and teachers at your high school? Come meet with the Orono High School Geek Squad to learn from their triumphs and tragedies in their first year. Our presentation will encourage schools to include students in support of technology in their schools. Bring your questions and your concerns to this session and the students and faculty of the OHS Geek Squad will answer your questions. Students and teachers will leave the session ready to go back to their school and set-up their own iTeam/Geek Squad.
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B109: These Aren't Your Brother's Legos

Jenness Hall	Jenness Soderberg Lobby	<p>B109: These Aren't Your Brother's Legos (Jeremy Fitzgerald & Students from Winslow Junior High School)</p> <p>We have been playing with Legos in our industrial Tech class. But our Legos do what we tell them to, (most of the time). Come and learn from us how to build and program a robot, using Lego Mindstorm kits. Programing small robots is deceptively simple. This session will allow you to interact with a robot and your computer to complete a "simple" task. You will start thinking about how the robot moves, step by step. We will be bringing our robots, and one of our challenge courses. You will be supplying the brains... no brawn needed! By the end of this session, you will have mastered some of the rudiments of robotic programing. (Well maybe not mastered! But you will have really tried!)</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B110: Imagine Your Own Wonderland with Alice

Boardman Hall	Boardman 310	B110: Imagine Your Own Wonderland with Alice (Jamee Luce & Students from Messalonskee HS) This session will provide you with the basic understanding of how the object-oriented programming environment Alice works. With what you learn in this interactive, hands-on session, you will be able to begin creating your own interactive 3D games, movies, stories, art and soooo much more!
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B111: Challenges Without Borders - International Collaborat

Little Hall	Little 211	B111: Challenges Without Borders - International Collaboration Gets Real! (Lisa Hogan & Students from Mt. Ararat High School) Description: OK, we all know there are real challenges in schools everywhere. Deciding how to make best use of limited bandwidth is often one of them. Most often challenges like this get "solved" by tech folks making all the decisions. In this session you'll learn how Mt. Ararat High School students are working collaboratively with students in Singapore to solve this real challenge. Participants will come away ready to explore the establishment of their own international collaborations, complete with what tools to use and how to get started. "Students, start you international challenge-solving engines!"
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B112: Get With the Program to Animate Your Evidence of Le

Neville Hall	N e v i l l e 227	<p>B112: Get With the Program to Animate Your Evidence of Learning (Stephen Spaeth & Students from Mt. Ararat Middle School)</p> <p>Does it ever seem like the only way to convince your teachers or your parents that you understand something is with a five page paper or a completed set of mathematical computations? In this session you'll learn how to use the object-oriented programming tool Alice to create games and interactive animations that will show not only teachers and parents, but the whole world what you know and can do! Participants will see what is possible and learn how to get started using these tools in their schools.</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B113: Go Science! Get Creative!

Jenness Hall	Jenness 108	B113: Go Science! Get Creative! (Lori Stevens, Sharon Littlefield & Students from Warsaw Middle School) Science does not have to be dull and boring. In fact, it is vital that students have the opportunity to experience real science and share their results in creative ways. In this session you'll learn how Comic Life can be used to show what you know. Participants will see how we used Comic Life to show what we know about biodiversity, and then they'll get a chance to learn how to use this creative tool in their own classrooms. You'll learn the basics, plus lots of tips and tricks!
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B114: HTML and CSS, What Are These Acronyms and How

Collins Center for the Arts	Hutchins Concert Hall	<p>B114: HTML and CSS, What Are These Acronyms and How Are They Used? (Adam Murray & Students from Messalonskee Middle School)</p> <p>Visit any website... Do you ever wish you could design something as cool as that? Now you can! While most webpages use Javascript and PHP to make special effects, you can still learn the basics with HTML and CSS. Come on in, and we will show you how to create a beyond "basic" web page without using a WYSIWYG editor! You'll soon see that the possibilities are endless! And once you understand the coding a little better, you'll be able to do even more with web pages!</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B115: Win a Grammy!

Aubert Hall	A u b e r t 316	<p>B115: Win a Grammy! (Deborah Gendreau & Students from Wisdom High School)</p> <p>COMPUTERS?! Ever wanted to be a movie star? Using iMovie and other iLife tools you can be a movie producer, editor, and star all in one! Use still photos, videos, props, sound, and mix in special effects, transitions, and editing to create award winning videos. Creations are guaranteed to make you want to learn long after class is over. Join us to bring back exciting project ideas back to the classroom and your school. Never be bored again!</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B116: Skype in the Classroom? It CAN work!

Neville Hall	N e v i l l e 100	<p>B116: Skype in the Classroom? It CAN work! (Carl Bucciantini & Students from Auburn Middle School)</p> <p>"Skype should be blocked!" "All kids do is use it to send messages to their friends." "Skype is just one more thing for me to police in my classroom." Do any of these sound familiar? Students from Auburn Middle School will show how they are using Skype to help themselves and their teachers become more responsible users of technology. After this session you'll be ready to make the case for purposeful use of this powerful tool in your school, too!</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B117: Participate, Create, Imagine with Scratch!

Barrows Hall	Barrows 130/132	<p>B117: Participate, Create, Imagine with Scratch! (Bob Sprankle & Students from Wells Elementary School)</p> <p>Come learn the basics of the Amazing, Wonderful, Magical, Mind-blowing, Unbeatable, Revolutionary, Successful, SCRATCH! The 4th graders of Wells Elementary will proudly present their own successes and learning and lead you in hands-on programming exercises. Most of the time we won't be telling you what to do, so you will be thinking in a different way because you are trying something on your own. We will be having you work with different people to show you that this is how your jobs will be in the future. You will learn the basics of creating games, movies, and simulations that you can then make at home or in the classroom.</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B118: Photobooth for Education: Six Sensational Suggestions

Bennett Hall	Bennett 141	B118: Photobooth for Education: Six Sensational Suggestions (Tyra Payne & Students from Caravel Middle School) Photobooth is a hit with students, so how can we make it a hit with teachers, too? Instead of writing papers and making posters to demonstrate our learning, why not use what we love about Photobooth? In this session, we will all explore six ideas for using Photobooth in the classroom to demonstrate learning in modern, creative, and meaningful ways. Come join us to explore Photobooth and create your own project!
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B119: Using a Ning or Other Social Networking Tools to Brir

R o g e r s Hall	R o g e r s 206	<p>B119: Using a Ning or Other Social Networking Tools to Bring Characters Alive: StayinginCharacter.ning (Julie Esch and Bruce Peloquin & Students from Wells Junior High School)</p> <p>Imagine a social network where you don't meet up with your friends, but instead with characters from a novel you are reading! What if you could ask them questions about, "...why they did that," or, "...why they decided to go along with that group of kids?" And what if you were in that social network as a character yourself, and had to answer questions from your classmates as if you were living the life of your character? In this session you will hear about how we did this, and learn to be able to do this yourselves! Come join our social network!</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B120: Picturing Change: iPhoto Sharing Goes Green!

Stevens Hall	Stevens 365	<p>B120: Picturing Change: iPhoto Sharing Goes Green! (Saul Lindauer & Students from Wells Junior High School)</p> <p>In our school it was about Going Green. Going Green is key. Sustainability is the way. How many of your schools do as much as they can to conserve on resources and demonstrate sustainable practices? At your school, do you collect returnables, do you have a green store, do you have styrofoam in your cafeteria, do you recycle, do you have a school garden, do you support local farmers by celebrating Maine Harvest Week, do you provide alternatives to bottled water? How many of you would like to see these things happen in your school? Using your MLTI laptops and the power of photos is a great way to get your message out. In this session you'll learn how to use images and iPhoto to effectively drive change. What do you want to change in your school?</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B121: The Places You Could Go

Boardman Hall	Boardman 210	B121: The Places You Could Go (MJ Stafford & Students from Winslow Junior High School) Ever wanted to make a map of your fantasy vacation? A trip to all the roller coasters on the east coast? A tour of the National League ballparks? How about making a map of Magellan's voyage around Cape Horn? In this session you will learn how to use Google Maps to create a tour. Participants will make a UMaine tour including pictures. Google Maps and Earth are programs that can be used across many disciplines. By the time you finish this session, you will be making your own Google Lit tour.
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B122: How many pictures did you take with that laptop?

Jenness Hall	Jenness 100	<p>B122: How many pictures did you take with that laptop? (Ginny Brackett & Students from Winslow Junior High School)</p> <p>Ever wonder exactly what you can do with PhotoBooth? Our students will show you what they did with theirs: They made a movie, frame by frame. This session will give you experience creating your own stop gap animation movie. Our students will show you some they have made, and walk you through the process. By the end of the session you will have your very own movie!</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B123: Twisted Reality

Little Hall	Little 120	B123: Twisted Reality (Dave Boardman & Students from Messalonskee High School) Description: Take your favorite Hollywood movie and turn it upside down. Make horror funny, romance scary, comedy just plain tear-jerking in this session that helps participants take existing video, animation, and music and remix it to create a completely new meaning that'll both teach and entertain. You'll leave with a video of your own and a new way to show what you know in any content area.
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B124: LIVE, It's the BenNBen Show! (But it could be YOUR !

<p>D . P . Corbett Bus. Bldg.</p>	<p>DPC 100</p>	<p>B124: LIVE, It's the BenNBen Show! (But it could be YOUR SHOW!) Alice Barr & Students from Yarmouth High School)</p> <p>Description: The Ben 'N Ben Show... models an innovative way for students to have a voice while making the best use of the fantastic opportunities provided by the MLTI program. Come and take part in a LIVE broadcast that will feature a panel of guests from around the country. Run by two juniors from Yarmouth High School, Ben M and Ben N, this is a monthly podcast that the two started this fall. As a part of the audience, you will have the opportunity to ask and answer questions and learn how to start your own show at your school. Come see this example of technological innovation at its best!</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B125: U + Mac=Better Communities

Murray Hall	M u r r a y 106	<p>B125: U + Mac=Better Communities (David Hilton & Students from Lyman Moore Middle School)</p> <p>Description: Combine caring students and technology and watch communities improve! Students will demonstrate how to address community issues while integrating technology with Project Citizen. Project Citizen engages students in a service-learning process through which they identify and seek to solve a problem in their community. By integrating the process of Project Citizen with the advantages of technology to efficiently gather, process, and present information, students can develop and propose policies that will create the change in the community that they want to see.</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B126: No More Paper Posters! Go Green with Glogster

Little Hall	Little 140	<p>B126: No More Paper Posters! Go Green with Glogster (Beth Goodwin & Students from Wells Junior High School)</p> <p>Say good bye to the wrinkly, neon-colored, oversized, floppy, paper poster and say, "Hellooooo Glogster!" Come to this workshop to see how to make a free multi-media presentation for your next project. Glogs can include animation, text, images, music and video...even your own voice recording. You will see examples of Glogs we've used for assignments, receive instruction on how we made them, and use your MacBook to begin creating your very own Glog. And how many sessions come with a guarantee? Ours does! Teachers and students please note: "We guarantee that Glogs are more fun to make, more portable, more individualized, and more engaging for your audience than a paper poster." The EduGlogster version is free and allows up to 200 individual classroom accounts."</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B127: iLike it, You'll Like It: iWeb! - A New Way to Present Knowledge

Little Hall	Little 110	<p>B127: iLike it, You'll Like It: iWeb! - A New Way to Present Knowledge in the Classroom. (John Moody & Students from Calais Middle School)</p> <p>Description: Even if you are unable to publish content to the World Wide Web, you can use iWeb to effectively demonstrate and share information and learning. Come learn how 8th grade students at Calais Middle School used iWeb as a multimedia platform to demonstrate their learning during a recent research project. In this workshop CMS students will present a multimedia website they built based on their research of the Mayan city of Tikal. The students then published the website to their desktop where it could be shared with others. The students will then provide a step-by-step lesson in how you can build your own web page to demonstrate knowledge.</p> <p>(When you attend make sure you have multimedia content on your computer so you can learn by doing. We will be demonstrating how to add quicktime video, pictures, audio, and text.)</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B128: Collaborative Game Proposal

Neville Hall	N e v i l l e 101	<p>B128: Collaborative Game Proposal (Ed Latham, Olga LaPlante & Students from Wisdom Jr/Sr High)</p> <p>Description: Adults in many schools have finally conceded that games may have educational value, BUT they are not totally sold yet. Many school leaders have developed a set of questions they need addressed. In this session we'll play some selected games and provide answers that will help everyone formulate an effective argument that will address the adults' concerns and needs while opening the door to Edutainment in school. Be part of the solution! Join students from all over the state in creating the argument for the merits of using games for instruction.</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B129: Interactive Programing with Scratch: Yes, You Can!

Memorial Union	B a n g o r Room	<p>B129: Interactive Programing with Scratch: Yes, You Can! (Dee Kopesky & Students from Camden Rockport Middle School)</p> <p>Description: Ever wonder how computer games are created? Scratch is FREE object oriented programming language. With it, you can build interactive games, models and even teaching aids that illustrate curriculum topics. And not only can you build great things, you can also upload your creations to the Scratch website where they can be shared with other Scratch users from around the world!</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B130: Work Like a Pro: Professional Grade Graphic Design

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Engineering Science Research Building	Arthur Hill Auditorium - 165	<p>B130: Work Like a Pro: Professional Grade Graphic Design in Pages (David Grant & Students from King Middle School)</p> <p>At King Middle School students engage in interdisciplinary learning expeditions, taking on the roles of professionals. They produce final products that showcase learning that are based upon professional models. Participants in this workshop will get the flavor of expeditionary learning at King, and walk away with hands on skills in Pages. After this session, you'll be ready to mix scientific and social topics with graphic design principles to create compelling professional style brochures and posters. This session will focus on two graphic design products made by 7th and 8th grade teams at King Middle School in Portland this fall. These projects can be seen in detail at:</p> <p>http://king.portlandschools.org/files/houses/w8/truth10/ and http://king.portlandschools.org/files/houses/w1/superheroes10/</p> <p>Participants will learn the techniques students and teachers used to make these products using software available on all MTLI machines.</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B131: It's All About Design - Using Sketchup Like a Pro

<p>D . P . C o r b e t t Bus. Bldg.</p>	<p>DPC 115</p>	<p>B131: It's All About Design - Using Sketchup Like a Pro (Bonnie Roskes - 3Dvinci.net & Student from Winslow Junior High)</p> <p>Have you ever found yourself wondering, "If Sketchup is not a toy, then how come it is so much fun???" In this session you'll have plenty of fun as you learn some power tips from a real Sketchup professional. Participants will get started designing the room of their dreams - building the walls, importing components, creating your own components, and more! (NOTE: As an added bonus experience, presenter Bonnie Roskes will be joining the conference via teleconference, so participants will not only be learning about current tools, they'll be learning in a very current way!)</p>
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Individual Block 1 (9:25-10:25) Sessions, Presenters, & Locations
B132: Scoring the Music of Flight: Creating Film Music for Sc

Murray Hall	M u r r a y 102	<p>B132: Scoring the Music of Flight: Creating Film Music for Scenes of Flying (Alan Kaschub - Instructor of Music, USM School of Music & Brian Tingdahl, Senior Music Education Major at USM)</p> <p>In this session, participants will listen carefully to excerpts of film music from flying scenes, examine techniques that composers use to illustrate flight and compose their own flying music to a scene from a movie. Students will learn to "score to picture" in Garageband, add cues for important moments, and use advanced features of Garageband to create a compelling film score. No experience with music, music notation, music theory or playing an instrument is necessary.</p>
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Individual Block 2 (10:40-11:40) Sessions, Presenters, &

<i>B201: Scoring the Music of Flight: Creating Film Music for Scenes of</i>	<i>66</i>
<i>B202: Maine Memory Network: Accessing, Detecting, and Interpreting</i>	<i>67</i>
<i>B203: Modify on the Fly!</i>	<i>68</i>
<i>B204: Why on Earth, or off, should anyone use robotics in the classroom?</i>	<i>69</i>
<i>B205: Scratching Deeper - Scratch Programming Power Tips</i>	<i>70</i>
<i>B206: Oh, The Places You Will Go! Underwater Video, iMovie, & Global</i>	<i>71</i>
<i>B207: Think you might have a future in IT?</i>	<i>72</i>
<i>B208: Automate your MacBook: Making Workflows with Automator</i>	<i>73</i>
<i>B209: iMovie & Final Cut - Making Movies That Are a "Cut Above the</i>	<i>74</i>
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<i>B211: Making History in Your Attic: Creating and Using Digital Primary</i>	<i>76</i>
<i>B212: Searching the Web - It Is Far From Trivial! v5.0</i>	<i>77</i>
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<i>B214: Sneak Peek v4.0 - The 2010-2011 MLTI Image</i>	<i>79</i>
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<i>B216: Kill A Watt to Save Energy</i>	<i>81</i>
<i>B217: Be a Real Guitar Hero</i>	<i>82</i>
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<i>B219: Publishing Your Book Made Easy</i>	<i>84</i>
<i>B220: It's about the Apps for the iPhone, iPod Touch and the new iPad</i>	<i>85</i>
<i>B221: Moving Into Your New iPad!</i>	<i>86</i>
<i>B222: Uncloaking the Wizard: Storytelling and the Machinery of Games ...</i>	<i>87</i>
<i>B223: Maine Students' Response to Invasion - Students as Real</i>	<i>88</i>

*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B201: Scoring the Music of Flight: Creating Film Music for Sc*

Murray Hall	M u r r a y 102	<p>B201: Scoring the Music of Flight: Creating Film Music for Scenes of Flying (Alan Kaschub - Instructor of Music, USM School of Music)</p> <p>In this session, participants will listen carefully to excerpts of film music from flying scenes, examine techniques that composers use to illustrate flight and compose their own flying music to a scene from a movie. Students will learn to "score to picture" in Garageband, add cues for important moments, and use advanced features of Garageband to create a compelling film score. No experience with music, music notation, music theory or playing an instrument is necessary.</p>
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B202: Maine Memory Network: Accessing, Detecting, and In*

Little Hall	Little 130	<p>B202: Maine Memory Network: Accessing, Detecting, and Interpreting State History Online (Steve Bromage - Assistant Director of the Maine Historical Society, Larissa Vigue Picard, Community Partnership Coordinator, and Rachel Miller, AmeriCorps Education Assistant)</p> <p>This presentation will go behind the scenes of Maine Memory Network, the nationally-recognized statewide digital museum, to reveal how easy it is to use the Network's classroom-ready, user-friendly, and fun resources and tools. Maine Historical staff will lead participants through a highly interactive session on the resources and tools of Maine Memory Network. From searching for a variety of primary documents, to using analysis tools like the "zoom" feature to uncover artifact mysteries, to creating thematic albums, galleries, and exhibits, participants will become instant "history detectives" as they research and interpret Maine history online.</p>
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B203: Modify on the Fly!*

Rogers Hall	R o g e r s 206	B203: Modify on the Fly! (Cynthia Curry - MLTI Statewide Integration Mentor) Do you sometimes have a hard time reading from your laptop screen? Did you know there are lots of ways to change the look of what you see on your screen? You can even create sound files of documents and Web pages and listen to them on your iPod or MP3 player. And you can do all of this with a few clicks on your MLTI laptop! After attending this session, anyone will be able to modify their own learning materials (e.g., Web pages, documents) so that they are better able to understand them. Come to this session and begin modifying on the fly - on the fly!
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B204: Why on Earth, or off, should anyone use robotics in the*

Jenness Hall	J e n e s s Soderber g Lobby	<p>B204: Why on Earth, or off, should anyone use robotics in the classroom? (Tom Bickford - Director of Maine Robotics)</p> <p>Robotics have been on the cutting edge of science for the past few decades. Imagine exploring space as well as the deep reaches of the oceans. Imagine working with equipment to turn an idea into a project and finally into reality. Imagine asking the question, "What can it do?" only to find out it can do what we want it to do. Now imagine that you can do all that! In this session you'll not only learn about the ideas of robotics, you'll get your hands on them as well! Ready, set, PROGRAM!</p>
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B205: Scratching Deeper - Scratch Programming Power Tip.*

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Memorial Union	B a n g o r Room	<p>B205: Scratching Deeper - Scratch Programming Power Tips (Mark "Paddle2See" Goff - MIT Scratch Team Member and Experienced Scratcher & Gail Garthwait - UMaine College of Education and Human Development))</p> <p>Learn some expert "tricks" to improve your skillz in MIT's popular Scratch programming language! In this hands-on workshop we will explore little-known power features of the Scratch program as well as proven algorithms you can use in your animations and games. Basic prior experience with Scratch is recommended. All participants should download Scratch before the session: http://info.scratch.mit.edu/Scratch_1.4_Download</p>
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B206: Oh, The Places You Will Go! Underwater Video, iMov*

Little Hall	Little 140	<p>B206: Oh, The Places You Will Go! Underwater Video, iMovie, & Global Travel (Patti Irish, Video Producer and Underwater Videographer)</p> <p>Patti will share secrets of making a great video and work with participants to make their own underwater video using iMovie. With the help of a CD full of rare and fabulous video clips and still images from Indonesian and Solomon Island coral reefs, participants will learn techniques of taking quality video, telling a story and video editing. Participants in this session will learn some great tips and tricks in iMovie, as well as getting to know an underwater video professional who used to teach Middle School Science!</p>
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B207: Think you might have a future in IT?*

Engineering Science Research Building	Arthur Hill Auditorium - 165	B207: Think you might have a future in IT? (Scott Barber - National Technical Services Manager - Apple, Inc.) This is the real deal. Find out if you have got what it takes. Take advantage of this unique opportunity to engage with someone who really know how things work in the professional IT world. Listen to and speak with one of Apple's top Engineering Managers to find out what it takes, who is doing it, and where you might want to start focusing your energy to have the future you desire.
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B208: Automate your MacBook: Making Workflows with Autc*

Bennett Hall	Bennett 141	B208: Automate your MacBook: Making Workflows with Automator (Eric Williams - Project Engineer - Apple, Inc.) Sure, Macs are great machines, and the MLTI MacBook is a powerful tool for learning. But you're a geek, so what if you could get under the hood of your computer and ask your MLTI MacBook to handle some specific tasks in your own customized way? In this session, updated this year to leverage Mac OS 10.6 Snow Leopard which will be arriving in the MLTI come fall, we'll discuss how you might start taking control of your Macintosh. Computers are great tools for doing what you tell them to do, especially for repeated tasks. Automator is a free tool in Mac OS X that gets you started down the path of making your Mac work for you. We'll collaborate as a group to develop workflows to solve problems, then see if Automator can be used to develop simple programs to make the computer do the work. Bring your MLTI MacBooks and your ideas!
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B209: iMovie & Final Cut - Making Movies That Are a "Cut A*

Jenness Hall	Jenness 116	B209: iMovie & Final Cut - Making Movies That Are a "Cut Above the Rest!" (Jon Carr - Project Engineer - Apple, Inc.) iMovie has unleashed some serious creativity across the MLTI. Are one of the many folks who have been using iMovie inside and outside of class? Are you one of the folks who keep on coming up with new things you want to make iMovie do? If that is you, then this is the session for you! Not only will you be able to get some great tips and tricks for using iMovie more effectively, you'll also be introduced to the Final Cut suite. Apple's Final Cut is the choice of pros in the movie making world, so if you're getting serious about making movies, you'll want to know what the serious movie makers are using...
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B210: Oh My Goodness! I Blew up the Screen!*

Barrows Hall	Barrows 130/132	B210: Oh My Goodness! I Blew up the Screen! (Bruce Segee - Super Computing, Electrical and Computer Engineering Department at UMaine) This session will explore high resolution visualization using tiled displays. Students will generate large images based on inquiry- based exploration. Students will work in teams to not only create the images, but also to view them. Each student's laptop will be used to display a piece of the overall image, allowing both a larger display and higher resolution than could be attained with a single laptop.
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B211: Making History in Your Attic: Creating and Using Digit*

Little Hall	Little 211	<p>B211: Making History in Your Attic: Creating and Using Digital Primary Source Material (Jim Wells, MLTI Statewide Integration Mentor & Hannah Marcus, Maine State Archives)</p> <p>The letters your grandmother wrote to her family from her time in the service in Korea...the stories your father tells you of summer vacation shenanigans when he was young...the Civil War rifle your uncle has in pride of place on his wall...All of these are primary source material that can be used to tell the story of your family, the community you are part of and our shared history. In this session participants will find out how to produce digital copies and products of these and other artifacts with cameras, Garageband, iMovie and other applications. These can then be shared and used by countless others to piece together the stories of history. Use the digital copies to begin telling your story, with applications such as Acorn, Google Earth and Comic Life. Discover how to contribute to the growing jigsaw of our history in many online spaces.</p>
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B212: Searching the Web - It Is Far From Trivial! v5.0*

Neville Hall	N e v i l l e 101	B212: Searching the Web - It Is Far From Trivial! v5.0 (Barbara Greenstone - MLTI Statewide Integration Mentor & Sylvia Norton - Maine State Library) Back for another year and cleverly updated for 2010... In an ongoing game of "Not so trivial pursuit," participants will be competing for prizes for themselves, and for their school! Dust off those Boolean Logic skills, and come ready to search!
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B213: It's All About Design - Using Sketchup Like a Pro*

D.P. Corbett Bus. Bldg.	DPC 115	<p>B213: It's All About Design - Using Sketchup Like a Pro (Bonnie Roskes - 3Dvinci.net & Ann Marie Quirion Hutton - Professional Development Specialist, Apple, Inc.)</p> <p>Have you ever found yourself wondering, "If Sketchup is not a toy, then how come it is so much fun???" In this session you'll have plenty of fun as you learn some power tips from a real Sketchup professional. Participants will get started designing the room of their dreams - building the walls, importing components, creating your own components, and more! (NOTE: As an added bonus experience, presenter Bonnie Roskes will be joining the conference via teleconference, so participants will not only be learning about current tools, they'll be learning in a very current way!)</p>
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B214: Sneak Peek v4.0 - The 2010-2011 MLTI Image*

Little Hall	Little 110	<p>B214: Sneak Peek v4.0 - The 2010-2011 MLTI Image (Jeff Mao - Learning Technology Policy Director - Maine Department of Education)</p> <p>Here is your annual chance to be "ahead of the curve" in terms of knowing what's up with the MLTI! Life goes on... The MLTI continues to evolve. Change happens, and come Fall of 2010 the MLTI MacBooks will once again be running on a new image. For starters, Snow Leopard, Mac OS X 10.6 will be in place! So come see what's up, and hear about what software is sticking around, and what will be new - be ahead of the game, so when the rest of the class is asking, "What happened to...?" you can reply with - "Oh, here is how you do that now, and in fact, let me show you some cool stuff we couldn't do before!"</p>
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B215: Better Organization Through Metadata*

Bennett Hall	B e n n e t t 140	B215: Better Organization Through Metadata (Curtis Armstrong, Apple, Inc.) Keeping files, folders, music, movies, and pictures organized can be a daunting, never ending chore. But with the built-in tools on your MacBook, a little planning, and the metadata stored in each and every file, organizing can be fun! During this session, participants will learn how to build Smart Folders in Finder, Smart Playlists in iTunes, and Smart Albums in iPhoto. These "smart" items will help to organize and categorize nearly anything on your Mac.
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B216: Kill A Watt to Save Energy*

Murray Hall	M u r r a y 106	B216: Kill A Watt to Save Energy (Stefany Arsenault, Maine Energy Education Program) In this session participants will learn how to find out about appliance energy use by reading electric nameplates. But what can you do when you find out your refrigerator is an Energy Hog? Never fear! We'll then learn how to use Kill A Watt meters. The challenge will be for participants go home and find out how much energy their appliances use. You'll even learn about Phantom Loads and how to stop them. So... How much electricity does your cell phone charger use? Is your TV consuming energy even when you think it's turned off? Come learn how to investigate electricity use in your home. Let's work together to save energy!
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B217: Be a Real Guitar Hero*

Aubert Hall	A u b e r t 316	<p>B217: Be a Real Guitar Hero (Steve Garton, Coordinator of Educational Technology, Maine Department of Education & Brian Martin, AppleCare Strategic Account Manager, Apple, Inc.)</p> <p>GarageBand has the built in capability of easily integrating live guitar and keyboard. Come see how simple it is to use live instruments or your voice with the MacBook without expensive additions. Step by step examples will be given to help you create your own backgrounds, input your own instrument, and record the result. This session will even show you how to create a band with your friends and their MacBooks. Don't just play Guitar Hero... Be one!</p>
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B218: Digital Photography Through a Professional Lens*

D.P. Corbett Bus. Bldg.	DPC 107	B218: Digital Photography Through a Professional Lens (Chris Knapp - Technical Sales Rep - Nikon Corporation) Sure, everyone can take digital images. Point, shoot, download, share. But what if you want to go farther? What if you want to shoot like a pro, to know the things the average digital photographer will never know? Here's your chance to spend an hour with a digital photography pro. In this session you'll learn a host of new skills, and have a chance to practice what you're learning. Be sure to bring along your digital camera, your questions, and be ready to grow! (And by the way, if you are thinking you'd like to have one of your images chosen to be part of the next screensaver set, you really do need to be here!)
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B219: Publishing Your Book Made Easy*

Neville Hall	N e v i l l e 100	B219: Publishing Your Book Made Easy (David Patterson - Educational Specialist, Maine Department of Education) Do you have a story to tell? Have you ever dreamed of having your own book published? Well, now you can! Using intuitive software and online technologies, you can have your own work published as a book. We will explore several options for easily compiling your compelling content into a stunning book, and we will also examine options to have your masterpiece professionally printed and shipped, or saved as an e-book that you can share with your audience on screen.
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B220: It's about the Apps for the iPhone, iPod Touch and the*

Collins Center	Hutchins Concert Hall	<p>B220: It's about the Apps for the iPhone, iPod Touch and the new iPad (Steve Hayman - National Consulting Engineer with Apple's Education Team)</p> <p>Combine a cool device with a creative mind and an incredible development environment and you get tons of great Apps. Maybe you have something in mind. This session will discuss and demonstrate Apple's software development tools for the iPhone, iPod Touch and the new iPad, and show how individuals and institutions are building innovative mobile applications for their organizations and the wider world. We'll highlight and deconstruct some popular applications - both web-based, and native with Apple's free developer tools. We'll talk about web development with Dashcode, native application development with Xcode and Interface Builder, and review the integration and deployment options and Apple's developer program.</p>
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B221: Moving Into Your New iPad!*

Little Hall	120	<p>B221: Moving Into Your New iPad! (Tara Maker & Lars Ljungholm - Apple Inc.)</p> <p>On April 3rd Apple introduced and opened our new addition... The iPad! In this session we will explore this extraordinary device and share how you can use what you are learning now through use of your MLTI MacBook to move in and get comfortable in the new space. As part of this experience we will introduce you to the latest cool apps and help you discover where this exciting new tool fits in your digital world. The iPad introduces a whole new world of apps with more coming every day. From games to education to productivity, there are thousands of new apps made just for iPad. They're unlike anything you've seen or touched before, and this is just the beginning. We'll even discuss how to use an iPad to improve learning! Come join us as we check out the new digs of the future!</p>
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B222: Uncloaking the Wizard: Storytelling and the Machinery*

<p>D.P. Corbett Bus. Bldg.</p>	<p>DPC 100</p>	<p>B222: Uncloaking the Wizard: Storytelling and the Machinery of Games (Ruben Puentedura - Founder and President, Hippasus.com & Tim Hart - UMaine College of Education and Human Development)</p> <p>Have you ever had a great idea for a role-playing game - but stopped when you realized that you'd need to learn to program first to make it come to life? Have you looked at the stories being told by commercial games and wanted to tell a more interesting tale? And have you ever wondered whether a game could improvise new responses to unexpected player strategies? If you answered yes to any of these questions, then join us as we explore, play, and create new games using "Sleep Is Death," death of each day's life, sore labour's bath, Balm of hurt minds, great nature's second course, Chief nourisher in life's feast.") a game development environment created by Jason Rohrer. (Don't be alarmed by the "dark" sounding name of this game! According to the creator, it is a reference to lines such as those in Shakespeare's Macbeth: "Sleep that knits up the ravell'd sleeve of care, The death of each day's life, sore labour's bath, Balm of hurt minds, great nature's second course, Chief nourisher in life's feast.") All participants in this session will receive a full copy of the toolkit of their own, so you can continue to create and play games after the workshop is done.</p>
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*Individual Block 2 (10:40-11:40) Sessions, Presenters, &
B223: Maine Students' Response to Invasion - Students as f*

Lord Hall	Lord 100	<p>B223: Maine Students' Response to Invasion - Students as Real Scientists (Alexa Dayton, Gulf of Maine Research Institute & Phil Brookhouse, MLTI Statewide Integration Mentor)</p> <p>With an aim to monitor the spread of invasive plant and animal species in Maine, the Vital Signs project brings together middle and high school students, educators, professional and citizen scientists in the collection, analysis and use of environmental data. This session will introduce you to the work people around Maine are undertaking to track invasive species, the database that is expanding every week, and what you should be looking out for in your area. Learn how to take the data collected and create Google Earth layers, how to use the data in projects and how you can be part of the project.</p>
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